are further inserted in the reel glass base **5***b* at the circumference thereof, thereby are supported by the reel glass base **5***b* in a state that the front side of the display part in the liquid crystal display panel **5***d* is opened. The transparent acrylic plate **5***a,* on the front surface of which the touch panel **5***k* is arranged, is attached to the front plane of the device by fixing the reel glass base **5***b* on the front panel of the device through the screws **5***j,* thereby the transparent acrylic plate **5***a* is pressed and attached to the front plane of the reel glass base **5***b* with the touch panel **5***k*. Thus, the transparent acrylic plate **5***a* closes the above opening positioned on the front plane of the display part in the liquid crystal display panel **5***d*.

[**0034**] The rear holder **5***h* is formed from a white resin plate and retains the bezel metallic frame **5***c,* the liquid crystal holder **5***e* supporting the liquid crystal display panel **5***d,* the diffusion sheet **5***f* and the light guiding plate **5***g,* all of which are supported to the reel glass base **5***b,* to the reel glass base **5**b from the rear side thereof. The rear holder **5***h* functions as a reflecting plate to reflect light emitted to the light guiding plate **5***g* from the cold cathode ray tubes **30***a* toward the liquid crystal display panel **5**. The antistatic sheet **5** is made transparent and is adhered to the rear plane of the rear holder **5***h* by a double-sided tape, thereby the antistatic sheet **5***i* covers the openings formed in the rear holder **5***h*.

[**0035**] **FIG. 5** is a block diagram showing a circuitry construction of a control circuit **40** for controlling game operation process in the slot machine **1** of the embodiment.

[**0036**] The control circuit **40** is mainly constructed from a microcomputer **41** and the microcomputer **41** is constructed from a main CPU **42** (Central Processing Unit) for conducting control operation according to a program preset beforehand, a ROM (Read-Only Memory) **43** as a storing device and a RAM (Random Access Memory) **44**. In the ROM **43**, control procedures for wholly controlling the gaming machine are stored as a sequence program and the RAM **44** is utilized as a temporary memory work area and the like when such program is executed.

[**0037**] To the main CPU **42**, a clock pulse generator **45** for generating standard clock pulses and a frequency divider **46**, a random number generator **47** for generating random numbers within a predetermined range and a sampling circuit **48** for sampling one random number generated by the random number generator **47**, are connected. Further, an I/O port **49** to receive and output various signals between peripheral devices (actuators) mentioned later, is connected to the main CPU **42**. And the ROM **43** has also memory areas to store a winning combination table which is referred when the winning combination is determined based on a symbol combination, other than the sequence program.

[**0038**] Here, the microcomputer **41**, the random number generator **47** and the sampling circuit **48** constructs a lottery device to determine the winning combination by a lottery and selects the symbols which are stopped and displayed on the display windows **6** to **8** or the liquid crystal display panel **5***d* by a lottery and determines the winning combination based on the selected symbol combination. And the microcomputer **41** constructs a game medium storing device for storing the betted money inserted from the coin insertion slot **11** and the bill insertion portion **12** as data in the RAM **44**.

[**0039**] As the main actuator the operation of which is controlled by a control signal from the microcomputer **41**, there exist stepping motors **50** for rotating and driving the reels **2** to **4**, various lamps **51**, a LED display part **52**, a hopper **53** for storing coins, the liquid crystal display panel **5***d* and a speaker **55**. These are driven and controlled by a motor drive circuit **56**,a lamp drive circuit **57**, a LED drive circuit **58**, a hopper drive circuit **59**, an image control circuit **60** and a sound control circuit **61**, respectively, These drive circuits **56** to **59** and the control circuits **60**, **61** are connected to the main CPU **42** through the I/O port **49**.

[**0040**] And as the main input signal generation device for generating input signals necessary for the main CPU **42** to produce control signals, there exist a start switch **9**S for detecting operation of the start lever **9**, the spin switch **13**, the change switch **14**, the cashout switch **15**, the 1-BET switch **16**, the MAX BET switch **17** and a coin sensor **11**S to detect coins inserted in the coin insertion slot **11**. Further, a reel position detection circuit **62** for detecting the rotation position of the reels **2** to **4** is provided.

[**0041**] And as the input signal generation device, there exist a coin detection part **53**S for counting the number of coins paid out from the hopper **53**, a payout completion signal generation circuit **63**, the numerical keypad device **30** constructed from the numerical keypad image displayed on the liquid crystal display panel **5***d* and the predetermined area of the touch panel **5***k* corresponding to the numerical keypad image and a numerical keypad device detection circuit **64**. The payout completion signal generation circuit **63** generates a signal to detect a coin payout completion when the coin count value corresponded to the coin number actually paid out and input from the coin detection part **53**S reaches to the payout coin number data. And the numerical keypad device detection circuit **64** detects operation of the numerical keypad device **30**, such operation being done by touching the touch panel **5***k* corresponding to numerical keys of the numerical keypad image displayed on the liquid crystal display panel **5***d* and outputs the detected operation signal to the main CPU **42**. The above payout completion signal generation circuit **63** and the numerical keypad device detection circuit **64** are also connected to the main CPU **42** through the I/O port **49**. Here, the main CPU **42** constructs a bet number recognition device to recognize the numerical value input from the numerical keypad device **30** as the bet number of the money betted.

[**0042**] In the above construction, before the game is conducted in the slot machine **1**, the player at first inserts coins in the coin insertion slot **11** or inserts a bill in the bill insertion slot **12**, thereby the betted money is stored in the slot machine **1**. Next, the sum betted for the game is directed by the player among the betted money which is stored. This direction is done by conventional operation of the 1-BET switch **16** or the MAX-BET switch **17**, or by operation of the numerical keypad device **30** constructed from the liquid crystal display panel **5***d* and the touch panel **5***k*.

[**0043**] On a game image displayed on the liquid crystal display panel **5***d* of the reel display window portion **5**, as shown in **FIG. 6**, a character image **31**, a bet number (BET) display part **32** and a payout (WIN) display part **33** are displayed. When the touch panel **5***k* corresponding to a periphery of the bet number display part **32** is touched, the numerical keypad image is displayed on the liquid crystal display panel **5***d,* thereby numerical value input operation is activated through the numerical keypad device **30** constructed from the numerical keypad image on the liquid crystal display panel **5***d* and the touch panel **5***k*. The numerical keypad device **30** is provided with numerical keys of "0"“9" and "00" and a clear key (CLEAR). Here, the numerical keys and the clear key are constructed from the